

## Charlie Campbell Tournament Rules

In all Tournament games, any team found to be playing with illegal players, shall result in a win being awarded to the non-offending team

The purpose of using affiliated players is to replace regular team players who are absent from the team and not to be used to fill a roster. Affiliated players are to replace rostered team players who are sick, injured, suspended or away from the team and are not to be used to increase a roster size.

### Round Robin

Tied games will count and no over time is required.

There will be no time out permitted in round robin play.

All Games are 45 min (3–15-minute run time) with the exception of U18 (3-15 minute stop clock) Clock will stop in the last 2 minutes if there is a 2 goal difference,

### Play -Off Games

PLAYOFF GAMES WHERE A WINNER MUST BE DECLARED (cross over games/finals), THE FOLLOWING OVERTIME FORMAT MUST BE FOLLOWED

**Overtime period one:** Should a game end in a tie at the end of regulation play, there will be one (1) five-minute, five-on-five sudden victory period(run time all divisions). There will be a two (2)-minute break at

the conclusion of regulation play. Teams will not change ends.

**Overtime period two:** Should a game end in a tie at the end of the first overtime period, there will be one (1) five-minute, four-on-four sudden victory period. There will be a two (2)-minute break at the conclusion of the first overtime. Teams will not change ends.

**Shootout.** Should a game remain tied after overtime, there will be a three-player shootout with the home team shooting first. Each team selects their own three (3) shooters.

• If still tied after the first three rounds, the shootout continues one (1) player at a time per team, moving through the roster until a winner is declared. After eleven (11) players on each team (including the original three shooters) have shot, teams may then use a shooter again going through the same process.

Each team will be permitted one (1) timeout for the game, including overtime. This is only for cross over or final games.

Tie Break formulae will follow the HNS formula as sent in Regulations 23.11 or 24.8

23.11. Tie Breaking Sequence Two Teams Tied

If two or more teams are tied at the conclusion of a round robin series, then the following procedure will be used to determine the final ranking before the semi-final and final games are played. In the event that teams are tied for a playoff position, the following procedure will apply: If two teams are tied:

a) The winner of the round robin game between the two tied teams gains the higher position.

b) The team with the most wins in the round robin gains the higher position.

c) If the two teams are still tied after 1)a and 1)b have been applied, then the team with the best goal average gains the higher position. The goal average of a team is to be determined in the following manner:

Total number of goals for divided by the total number of goals for and against.

NOTE: All round robin games are included.

Example: For = 10 goals Against = 4 goals

Therefore, Goal Average Percentage = 10 (Goals For) divided by  
 $10+4$  (Goals For plus Goals Against) = .714

NOTE: The higher percentage gains the higher position

d) If the two teams are still tied after 1)a, 1)b, and 1)c have been applied, the team with the least number of minutes in penalties throughout all of the round robin games, gains the higher position.

e) If the two teams are still tied after 1) a., 1) b., 1) c., and 1) d. have been applied, then the team which scored the first goal in the game between the tied teams gains the higher position.

f) If the two teams are still tied after 1)a, 1)b, 1)c, 1)d, and 1)e have been applied, a single coin toss will determine which team gains the higher position.

### **Three or More Teams Tied**

Note: The three-team tiebreaker is used to determine the seeding of the 1st, 2nd, 3rd seed. If any step in the tiebreaker only seeds one team, that team assumes that position. The three team

tiebreaker will continue to determine the seeding of the two remaining teams. At no time will teams using this formula go back to the two-team tiebreaker.

If three teams or more are tied, the head-to-head record between tied teams will determine who advances. If the tied teams have not all played each other, proceed to 2a.

NOTE: All round robin games are included